



STR **+1**
12

DEX **+2**
15

CON **+2**
15

INT **-1**
8

WIS **+2**
15

CHA **+0**
10

Ranger 1
CLASS & LEVEL

Hill Dwarf
RACE/ANCESTRY/HERITAGE

Outlander
BACKGROUND

SPEED

ARMOR CLASS (AC) **INITIATIVE**
13 **+2** **25 ft.**

Armor Worn: leather armor

HIT POINTS **13** **HIT DICE** **1d10**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d8+2 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

RACE

Hill Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 112 years old
- Medium Size (3' 11", 136 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Dwarven Toughness (extra hit points)
- Stonecunning (stonework lore)

CLASS

Ranger Class Features [PHB p. 90]

- Favored Enemy: Plants (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Forests (double proficiency bonus on Wisdom and Intelligence on favored terrain)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) short swords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 13 gold pieces (gp); 68 silver pieces (sp); 65 copper pieces (cp); 3 gems (worth 10 gp each)